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BAY AREA ATARI USERS GROUP NEWSLETTER

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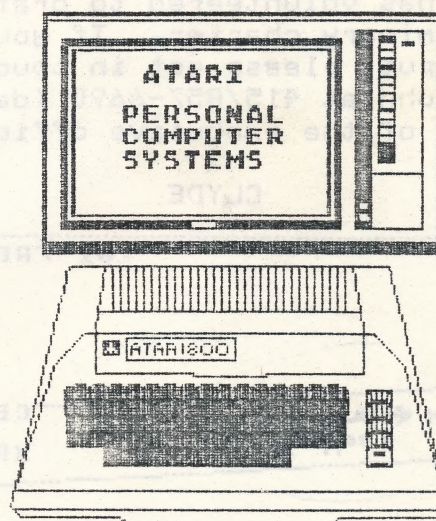
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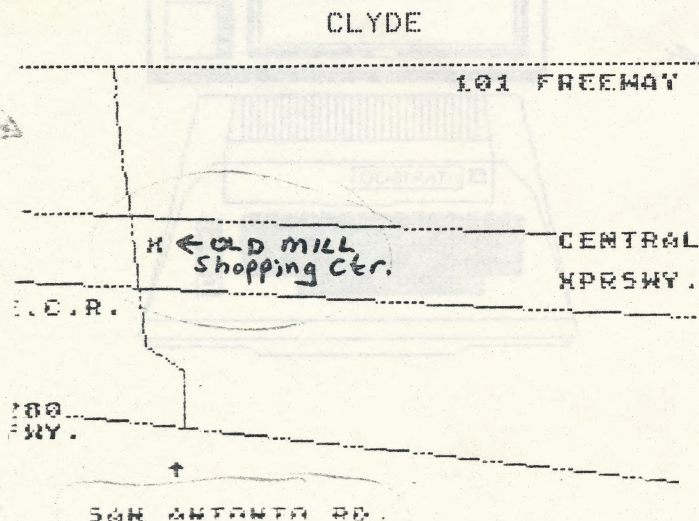


BAY AREA ATARI USERS GROUP FEBRUARY MEETINGS

The next regularly scheduled meeting of the Bay Area Atari Users Group will be Monday February 1st at 7:00 PM. The meeting will be at our new location: Dysan, Inc.; 5201 Patrick Henry Drive, Santa Clara. Our scheduled speaker will be Ihor Wolosenko (for sure this time!) of Synapse Software. He will be demonstrating the highly acclaimed FILEMANAGER 800. Ihor will also hopefully have something to say about the neurolinguistic principles used in handling the input. Ihor also said he might be able to talk Mike Potter into coming along to tell us about his latest game projects.

Our midmonth meeting this month will be 7:00 p.m., Tuesday, February 16th at Computer Capers in the Old Mill Shopping Center in Mountain View. If you haven't seen this store with computers to rent, you should make it a point to visit.

Next month we will not have a scheduled speaker so that we will have time for a business meeting and hopefully adopt a charter so that we can finally become incorporated as a non-profit educational organization. John Crane has volunteered to draft a preliminary charter. If you have any input, please get in touch with John at 415/857-6690 (days) or one of the executive officers.



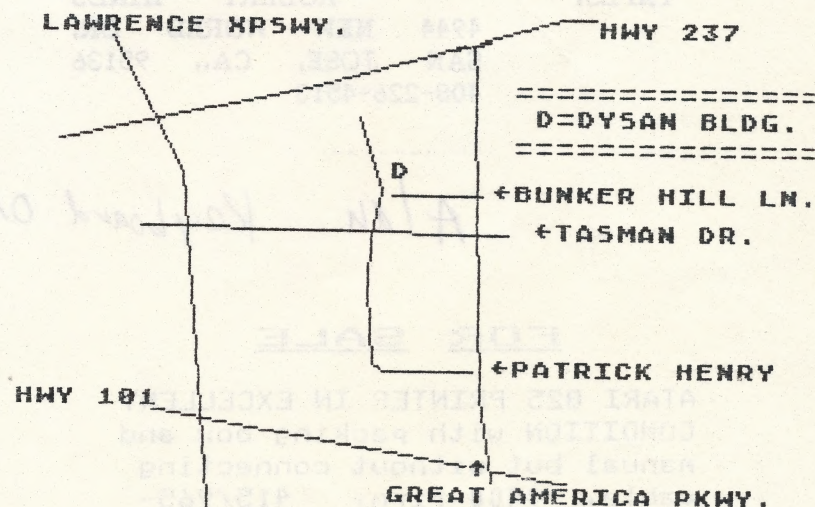
The fast format disk drive conversion described by Larry Hitz in the January newsletter is really super! It actually does run faster than the Atari fast formatted disks.

The biggest problem I had was in figuring out how to read the old 2316 ROM in order to modify it. There are three chip-enable pins on the 2316, and they are all programmed for positive logic. The 2716 EPROM has only one chip-enable pin, and it uses negative logic.

Another little hiccup is that the ROM is installed with its first address decoded as \$0800. That's all fine and good for the 810, but for any ROM/EPROM equipment that you plug it into, the first address is zero. So, subtract \$0800 from all of the addresses shown in the article.

If you don't have access to any EPROM programming equipment, then I think that the best thing to do is to buy the Atari fast format ROM. It's almost as good.

Rob Larson



Caverns of Mars

I'm not much on real-time games. Probably because my coordination ain't so good anymore. However, I do enjoy watchin' my kids play.

We recently purchased "Caverns of Mars" from the ATARI Program Exchange. It's good! Valerie and I thoroughly enjoyed watching the kids challenge the twists and turns, manipulate their ship through the rockets, attempt to avoid the laser gates and the space mines, and finally descend to the goal. Much to their chagrin, and our enjoyment, they also had to escape after attaining that goal.

Note that "Caverns" is a 'war' game; the player must 'shoot' and 'destroy' to have any hope of reaching that final goal in the depths of the cavern. Further, the final goal involves destroying the entire cavern system.

"Caverns" requires a well developed hand-eye coordination and a certain sensitivity for spatial relationships. It took our 16 year old, who I consider has both, about 12 hours of play over a 4 day period to approach the final goal through all cavern systems with any degree of consistency. Mark has not, however, yet successfully completed a mission at that most difficult level of play.

As was implied above, there are multiple levels of play. To be exact, there are 4 levels of difficulty which may be selected; NOVICE, PILOT, COMMANDER, and WARRIOR. Each new level adds to the obstacles encountered at the previous level, so experience is cumulative.

I highly recommend "Caverns" to those who like Piloting (via Joy-stick) their own space ship through tricky and difficult situations. I would not be surprised to see "Caverns" become an ATARI cartridge some day.

Stan
Stan Berry

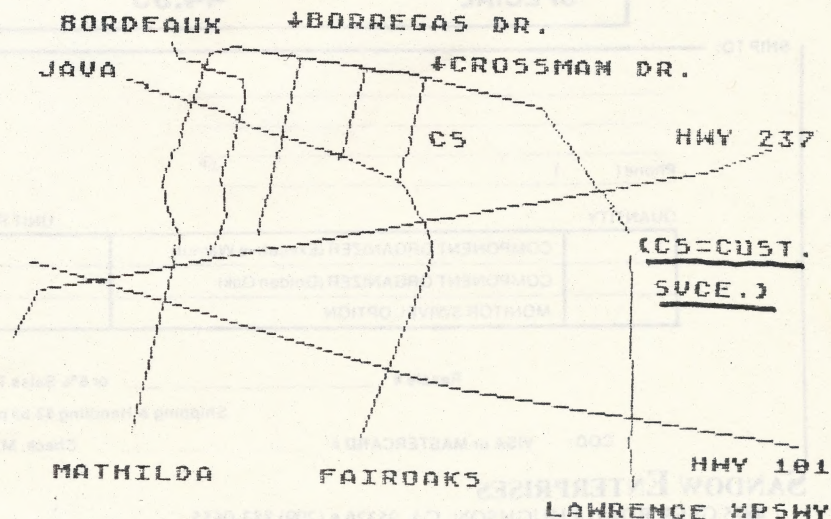
Well here I am again trying to fill up this newsletter with information that will be useful to the membership. Once again I find a great dearth of copy with which to make up the newsletter. Some of you clever programmers, why not submit some of your short subroutines or even some of the sophisticated pokes and peeks that you know. We need help. There is a person lurking in the wings who has offered to take over the editorship of the newsletter, but to make this work there has to be copy to edit and assemble into a letter.

In this issue you will find several maps and a couple of pictures printed out using the ATARI screen dump program from APX, and printed on the Centronics 739 printer. Included in the maps are the new location of field service, i.e. 1312 Crossman Drive, also the location of the Dysan Auditorium and a short subroutine to display the Disk Directory from BASIC. This latter was submitted by Robin Zeigler.

It was printed as a screen dump in order to get the control characters to show. Escape/control characters usually don't print on the printer.

Those of you who would like to get your drives tuned up should bring them to one of the next two meetings. John Crane and others will be holding a disk drive workshop. All you printer owners, in April we are planning a Printer meeting at Dysan. Would like to get as many different kinds of printers there as possible so that folks who are looking can get some idea of what is available and what they will do.

Dave F Long



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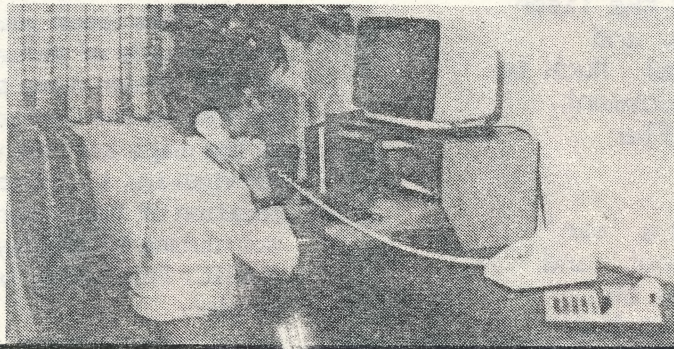
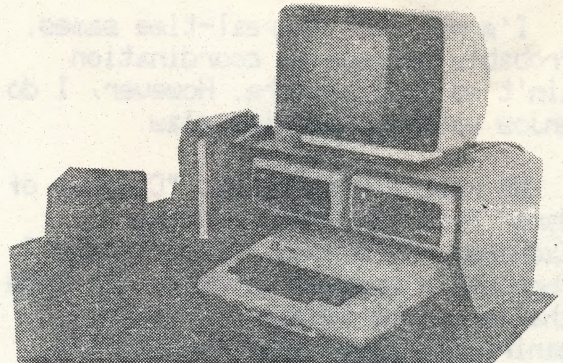
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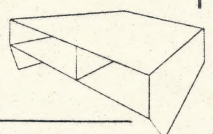
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105 GRAPHICS 18:POKE 708,40:POKE 709,100:POKE 710,150:POKE 711,200:POKE 712,250:
REM SET FULL PAGE GR.2 & SETCOLORS
110 POSITION 3,2:? #6;"T-TEST FOR TWO":POSITION 4,4:? #6;"independant":POSITION
5,6:? #6;"variables"
115 POSITION 8,8:? #6;"BY":POSITION 4,10:? #6;"DAVE FLORY"
120 FOR X=250 TO 50 STEP -10:FOR T=1 TO 4:SOUND 0,X,10,8:SOUND 1,X+20,10,8:SOUND
2,X+10,10,8:NEXT T:NEXT X
121 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0
125 FOR X=250 TO 50 STEP -10:FOR T=1 TO 2:SOUND 0,X,10,8:SOUND 1,X+20,10,8:SOUND
2,X+10,10,8:NEXT T:NEXT X
126 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0
130 FOR X=250 TO 50 STEP -10:FOR T=1 TO 1:SOUND 0,X,10,8:SOUND 1,X+20,10,8:SOUND
2,X+10,10,8:NEXT T:NEXT X
135 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0
140 FOR X=250 TO 50 STEP -0.5:FOR T=1 TO 1:SOUND 0,X,2,10:SOUND 1,X+15,2,10:SOUN
D 2,X+10,2,10:NEXT T:NEXT X
145 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0:REM PLAYING WITH SOUNDS
150 FOR T=1 TO 200:NEXT T:GRAPHICS 0:POKE 709,0:POKE 710,40:POKE 712,40:REM SET
COLORS FOR THE REST OF PROGRAM.
153 END
160 REM This is a segment of the introduction to my second attempt at writing my
own program. I offer it as an
161 REM example of some of the sound and graphics statements for anyone who is j
ust starting to experiment with
162 REM their ATARI.

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10 REM THIS IS A DEMO PROGRAM FOR THOSE WHO HAVE BASIC A+. IT WAS WRITTEN BY BIL
L WILKINSON AND IS PART OF A FULL
20 REM DEMO DISK AVAILABLE THRU DEALERS IN OSS/A+. IT INCLUDES SEVERAL UTILITIES
AND OTHER DEMOS. DAVE FLORY
90 GRAPHICS 0:PRINT :? :? :? :? :LIST 200,499
100 SETCOLOR 2,0,0:PMGRAPHICS 2
110 SET 7,1
120 LET WIDTH=1:Y=0:PMCLR 0:PMCLR 1
130 PMCLR 2:PMCLR 3:PMCLR 4:PMCOLOR 0,13,8
140 P=PMADR(0):FOR I=P+Y TO P+Y+4
160 READ VAL:POKE I,VAL:NEXT I
170 PMMOVE 0,120
180 Y=64
190 PRINT "This program is producing
200 WHILE 1:REM FOREVER
210 FOR X=64 TO 127:PMMOVE 0,X;1
220 SOUND 0,X+X,0,15:NEXT X
240 MISSILE 0,Y,1:MISSILE 0,Y+2,1
260 MISSILE 0,Y+4,1
300 FOR X=127 TO 255:PMMOVE 4,X
330 IF (X&7)=0:MISSILE 0,Y,5
340 ENDIF
350 SOUND 0,30,10,15-2*(X&7)
360 NEXT X:WIDTH=WIDTH*2
370 FOR X=128 TO 191:PMMOVE 0,X;1
380 SOUND 0,X+X,0,15:NEXT X
410 IF WIDTH>4 THEN WIDTH=1
420 PMWIDTH 0,WIDTH:PMCLR 4
425 PC=INT(16*RND(0)):PMCOLOR 0,PC,10:SETCOLOR 2,(PC+8)&15,4
430 ENDWHILE
510 DATA 153,189,255,189,153

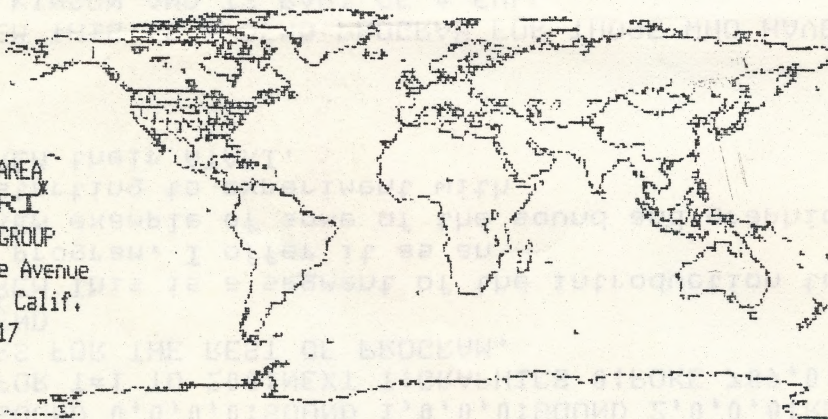
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32000 POKE 82,1:POKE 709,0:POKE 710,42
:POKE 712,42:DIM IN$(32),DISK$(6)
32001 ? "K" PLEASE ENTER DISK NUMBER
";
32002 INPUT IN$:DISK$="DN:*. *"
32003 DISK$(2,2)=IN$:OPEN #1,6,0,DISK$
";
32004 ? "K"," DOS DIRECTORY++":TRAP 3
2006
32005 INPUT #1,IN$:? IN$:GOTO 32005
32006 CLOSE #1:TRAP 40000
32007 ? "," +FOR ";DISK$(1,2)

```

THIS IS LISTED AS A SCREEN DUMP IN ORD
ER TO SHOW THE CONTROL CHARACTERS WHIC
H ARE THE BENT ARROW WHICH IS AN <ESC>
<CONTROL-CLEAR> AND THE UP AND DOWN AR
ROWS WHICH ARE <ESC><CONTROL-UP ARROW>
AND <ESC><CONTROL-DOWN ARROW> RESPECT
IVELY. THE PROGRAM LISTS THE DISK DIRE
CTORY FROM BASIC WITHOUT GOING TO DOS.
SUBMITTED BY ROBIN ZEIGLER.



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1982



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